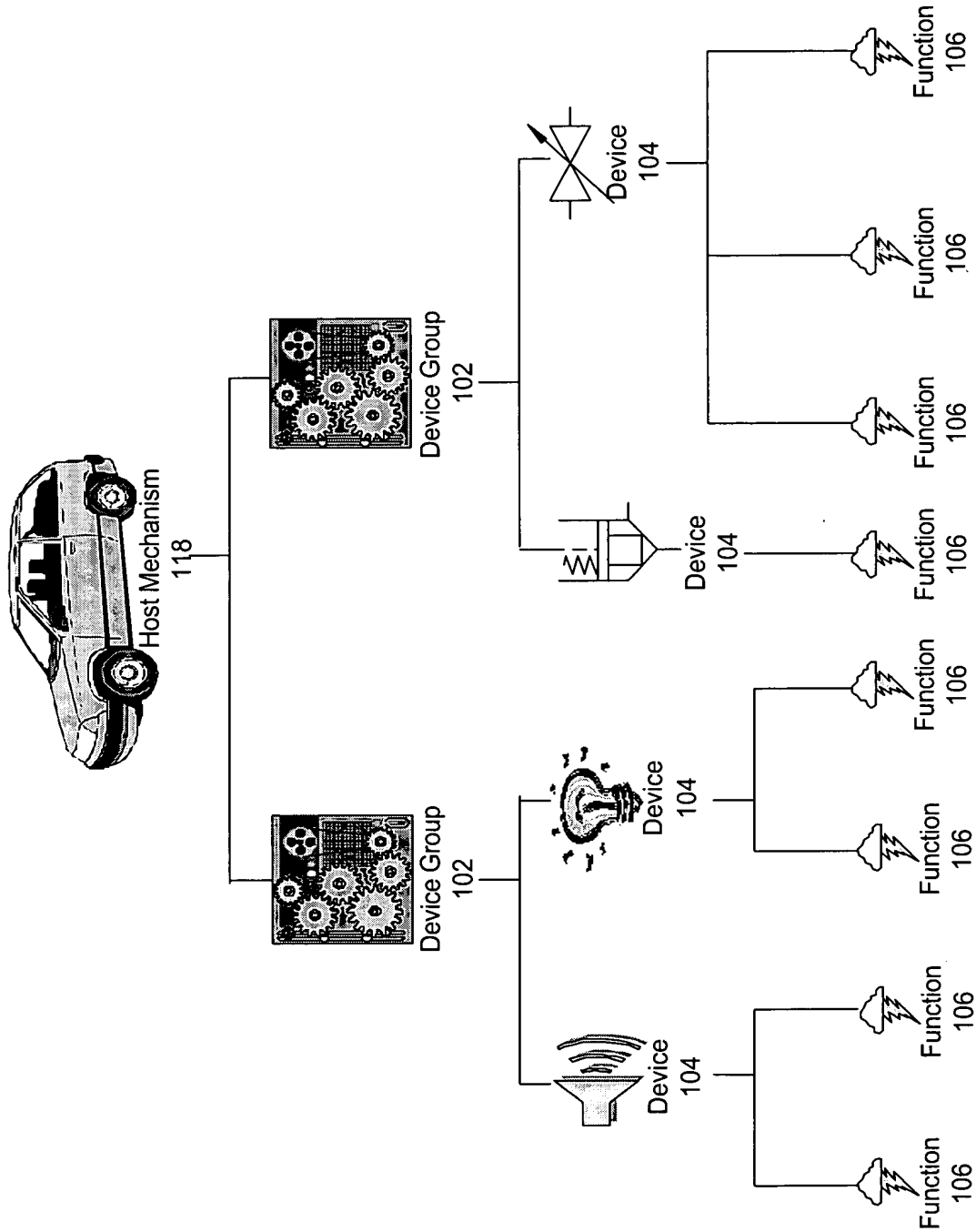


Figure 1



**Figure 2**

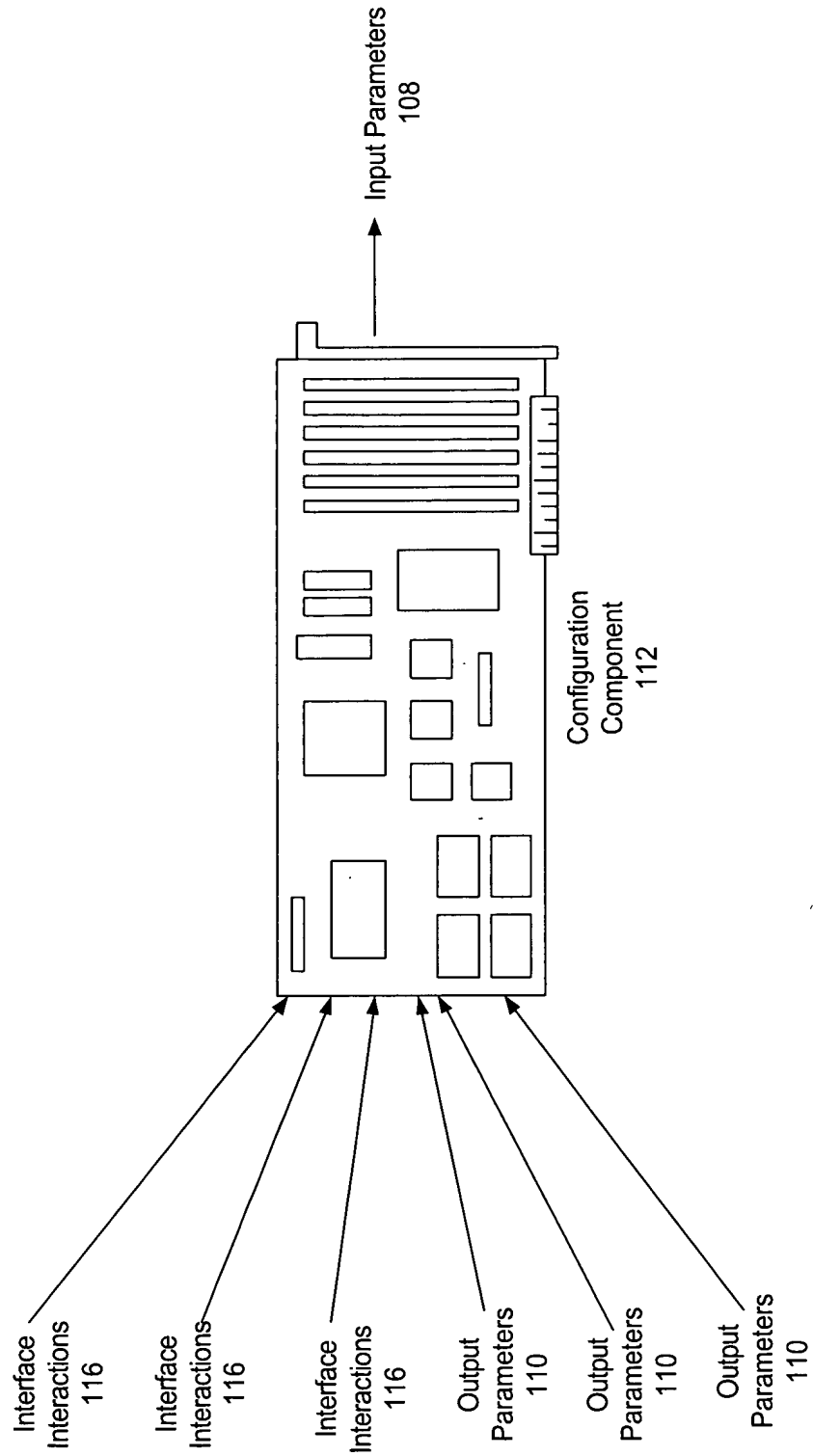
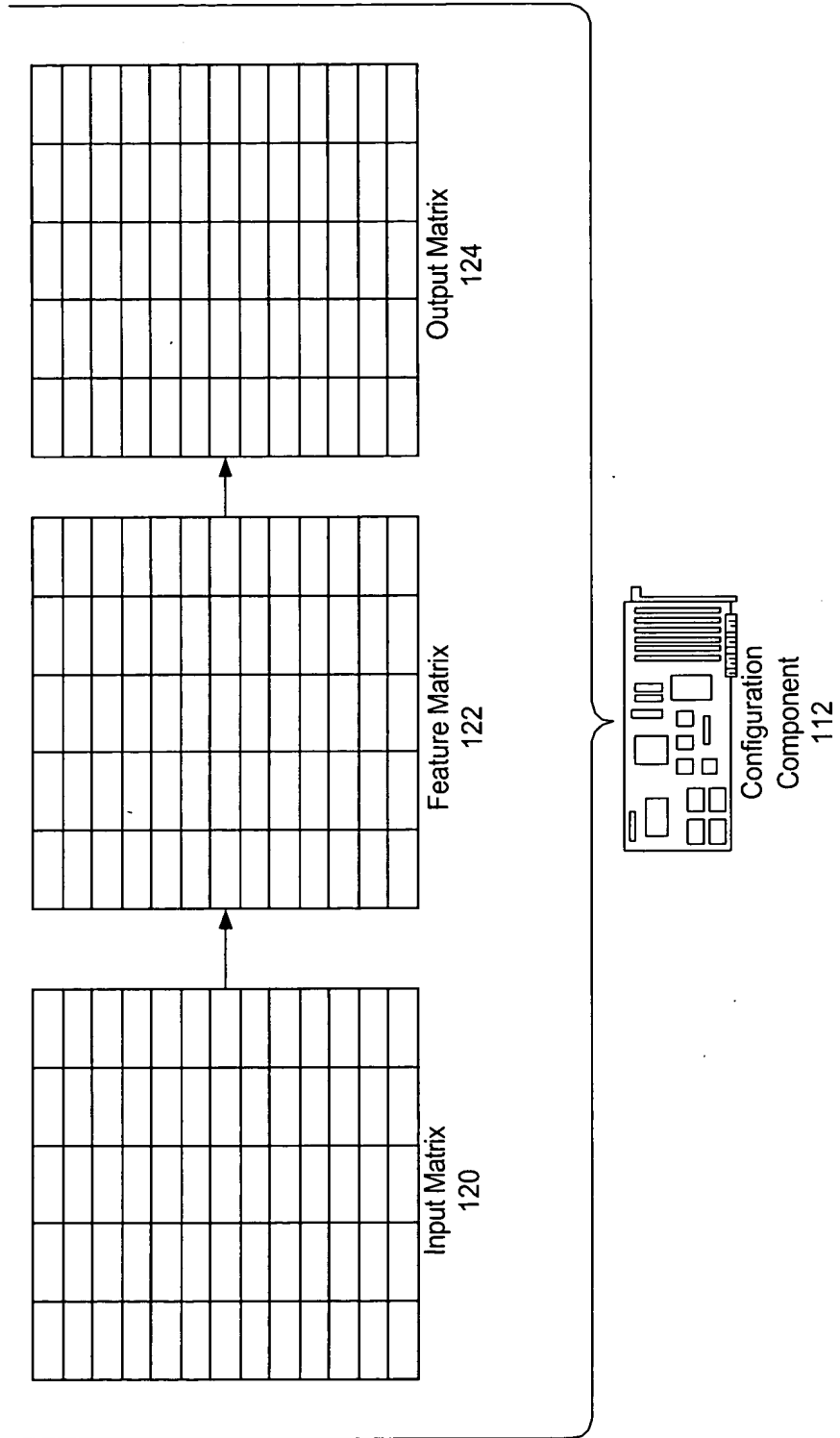


Figure 3



**Figure 4**

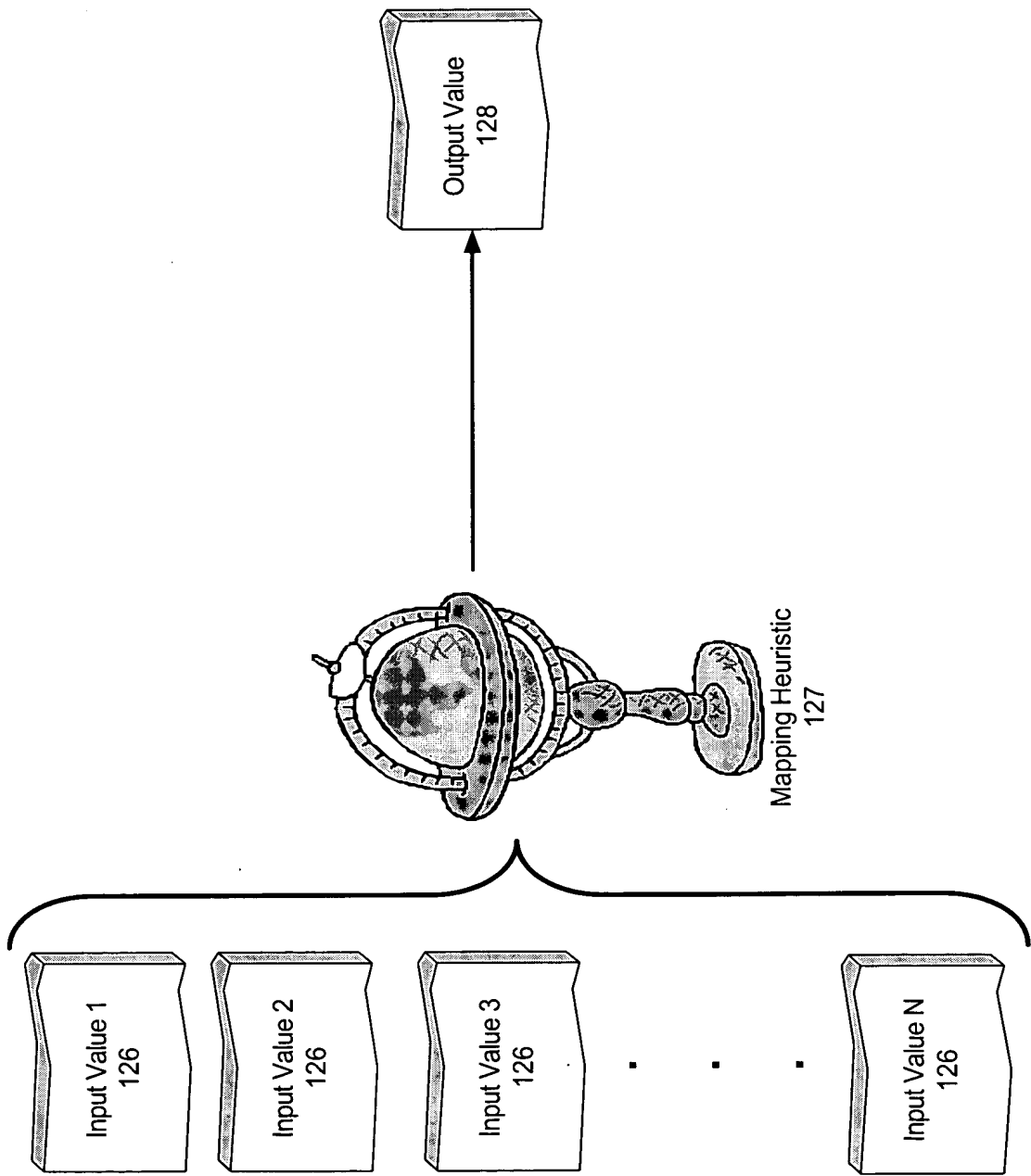
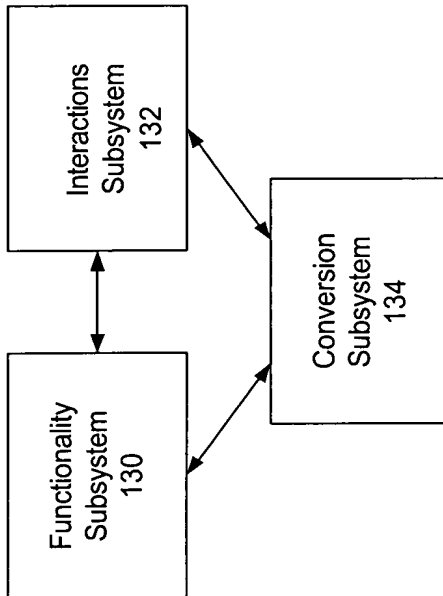
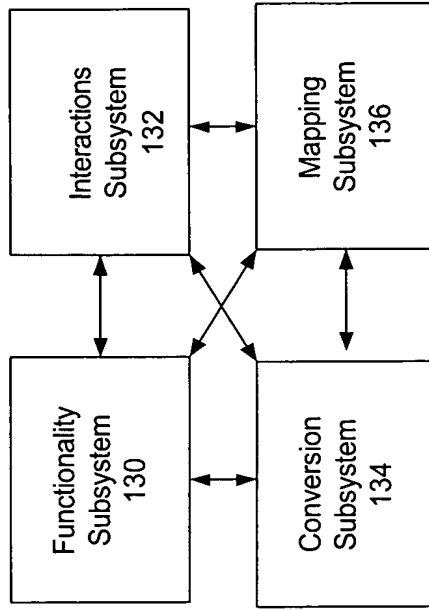


Figure 5



**Figure 6**



**Figure 7**

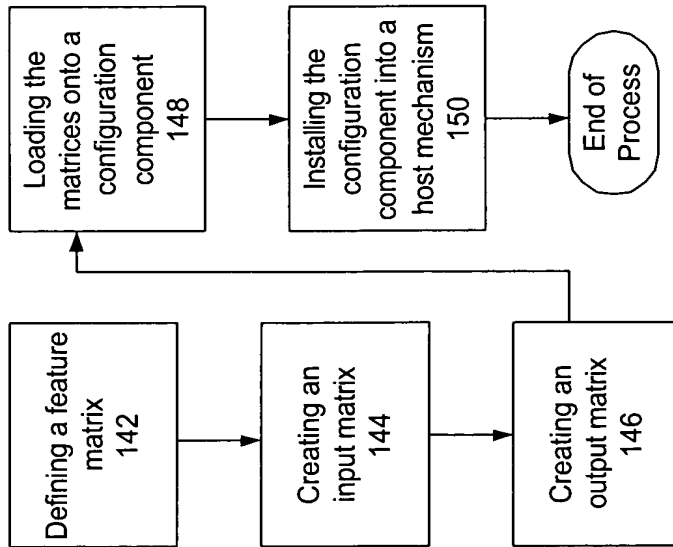


Figure 8

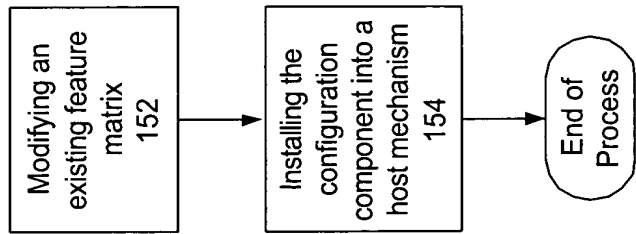


Figure 9

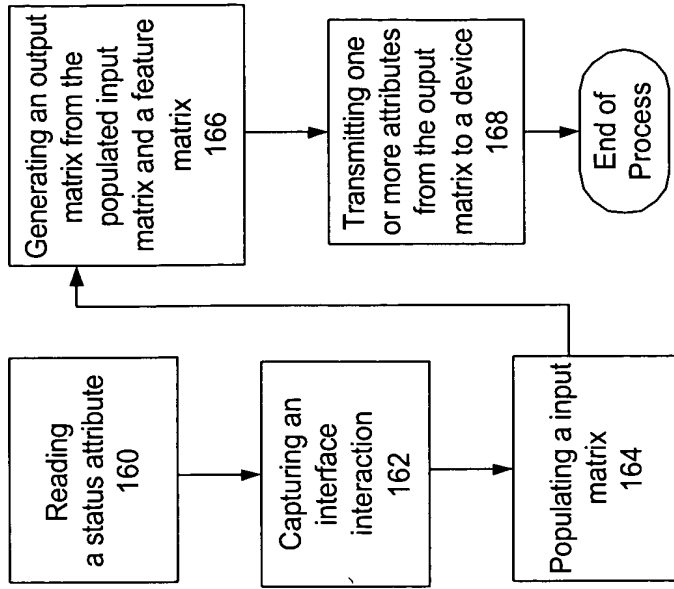
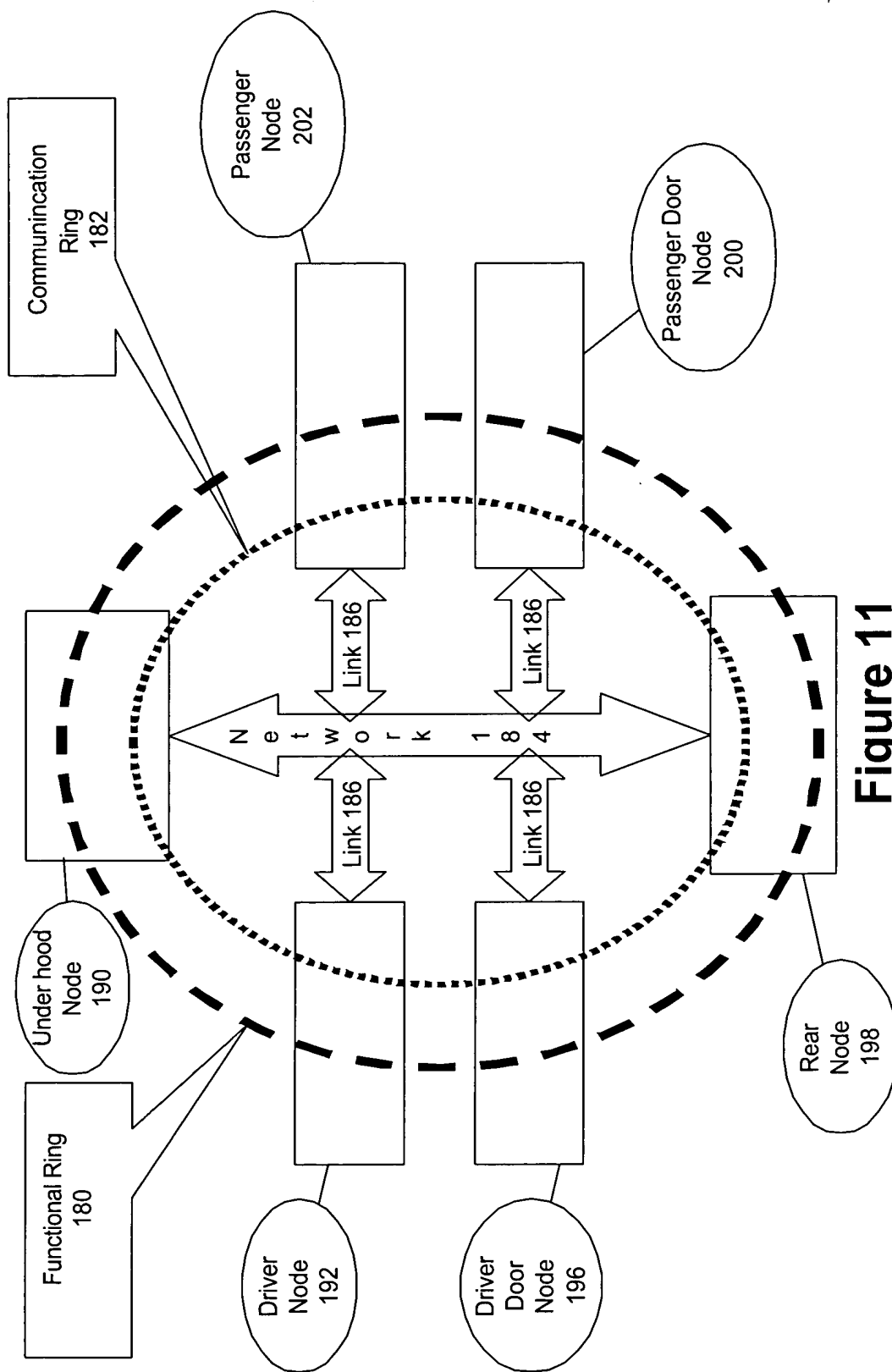


Figure 10





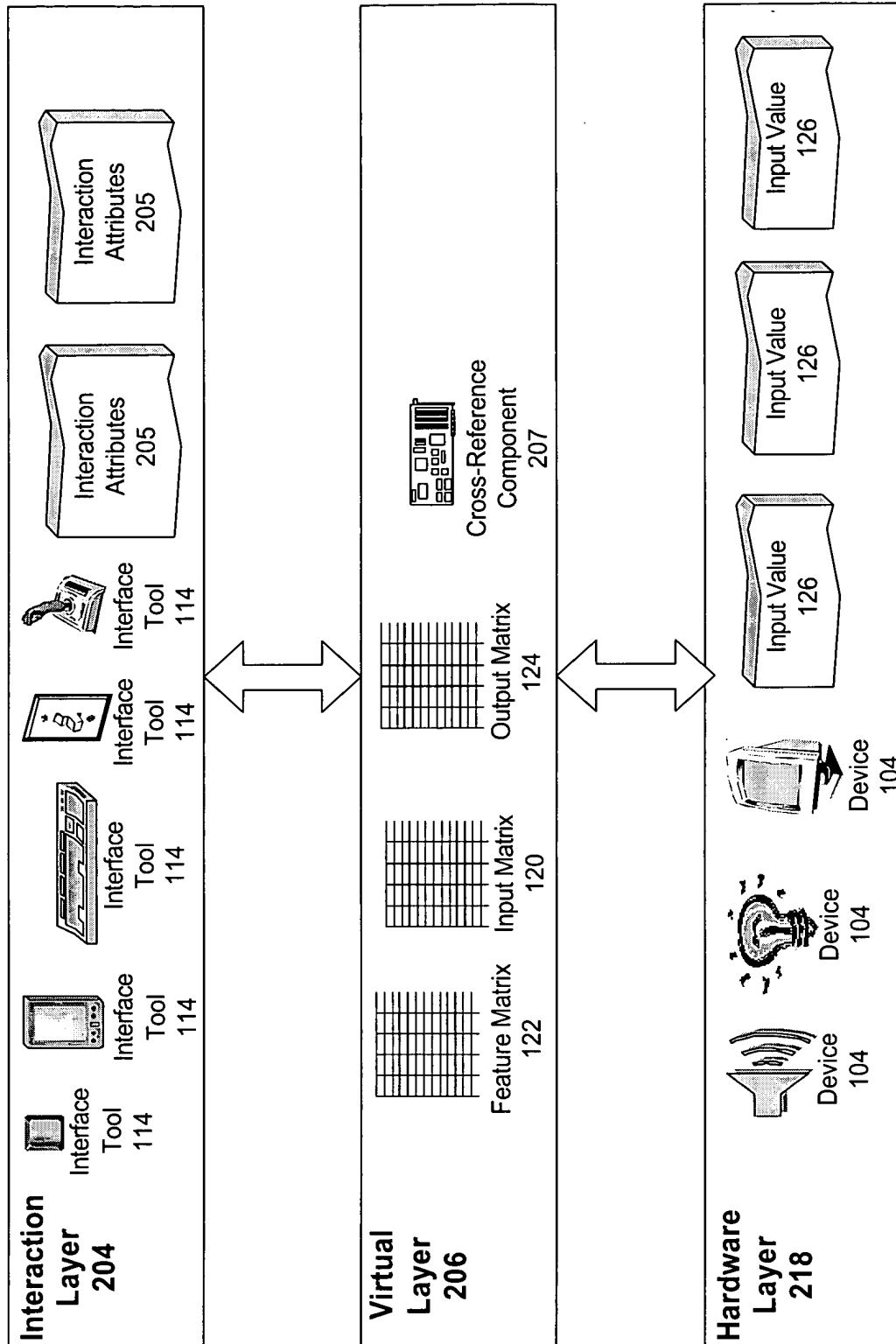


Figure 12

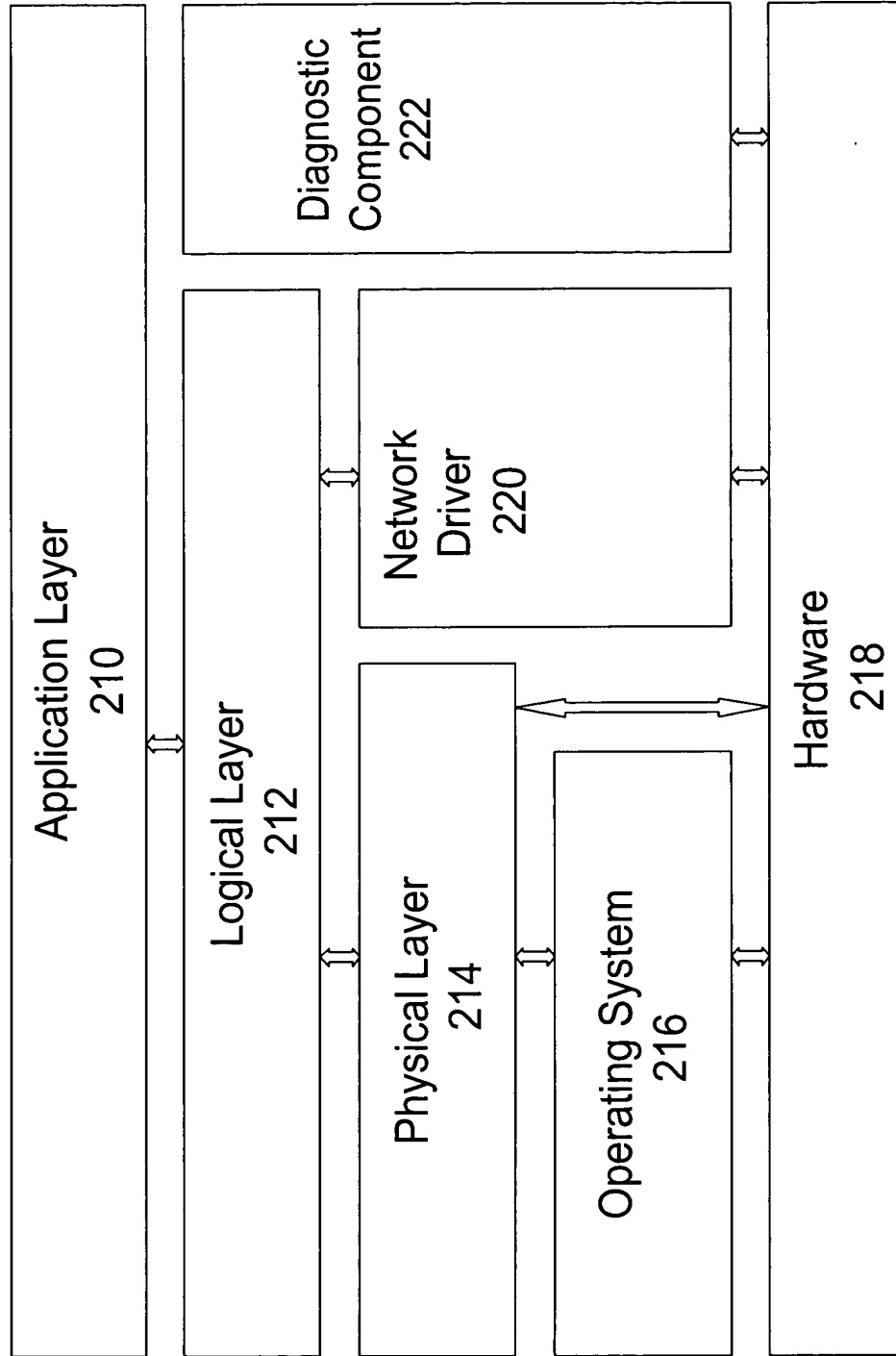


Figure 13

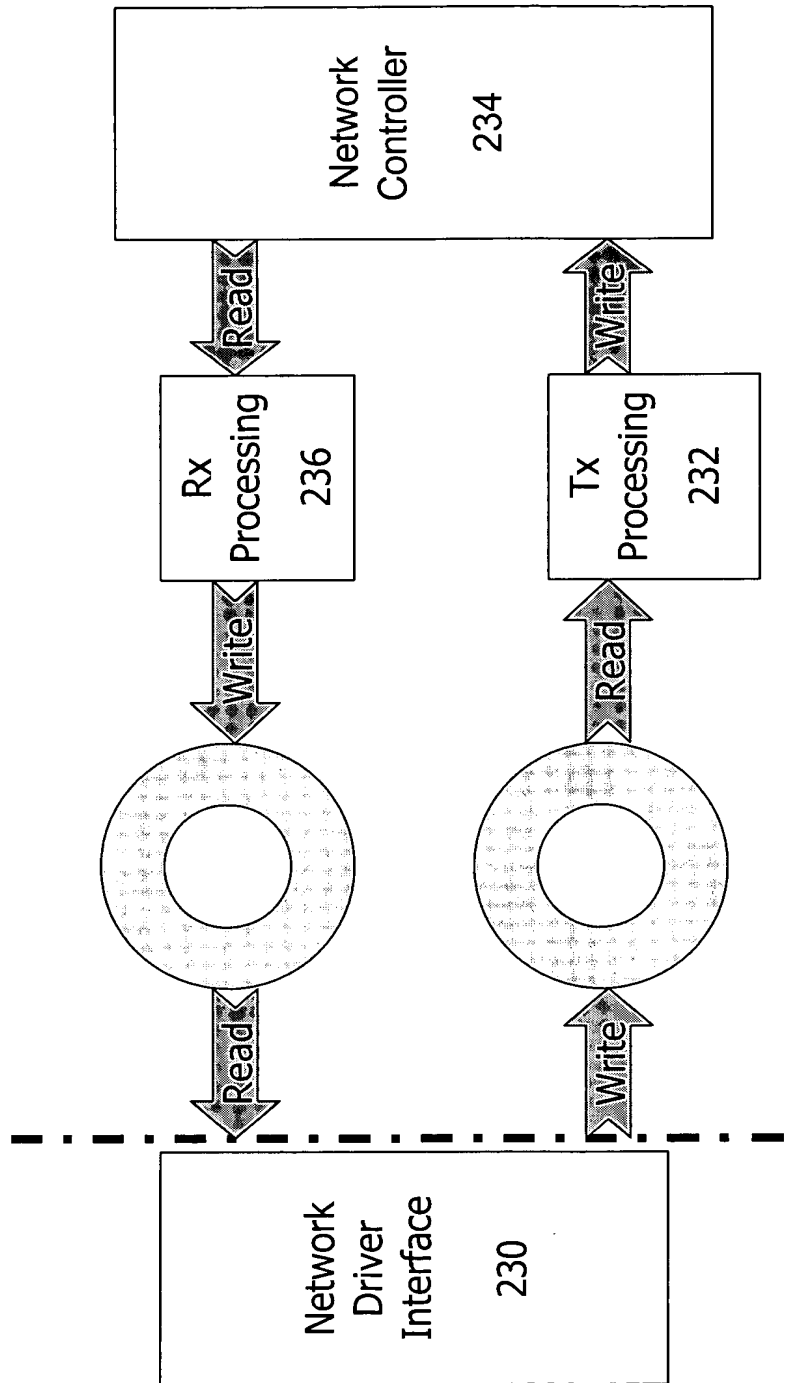


Figure 14

Input				BIT
3rd	2nd	1st	LSMA_HornOut	
				0
				1
				2
				3
				4
				5
				6
				7
RKE_Unlock_IN	RKE_lock_IN	LSMA_Horn_IN	LSMA_HornOut	
0	0	0	0	
0	0	1	1	
0	1	0	1	
0	1	1	1	
1	0	0	1	
1	0	1	1	
1	1	0	1	
1	1	1	1	

Figure 15

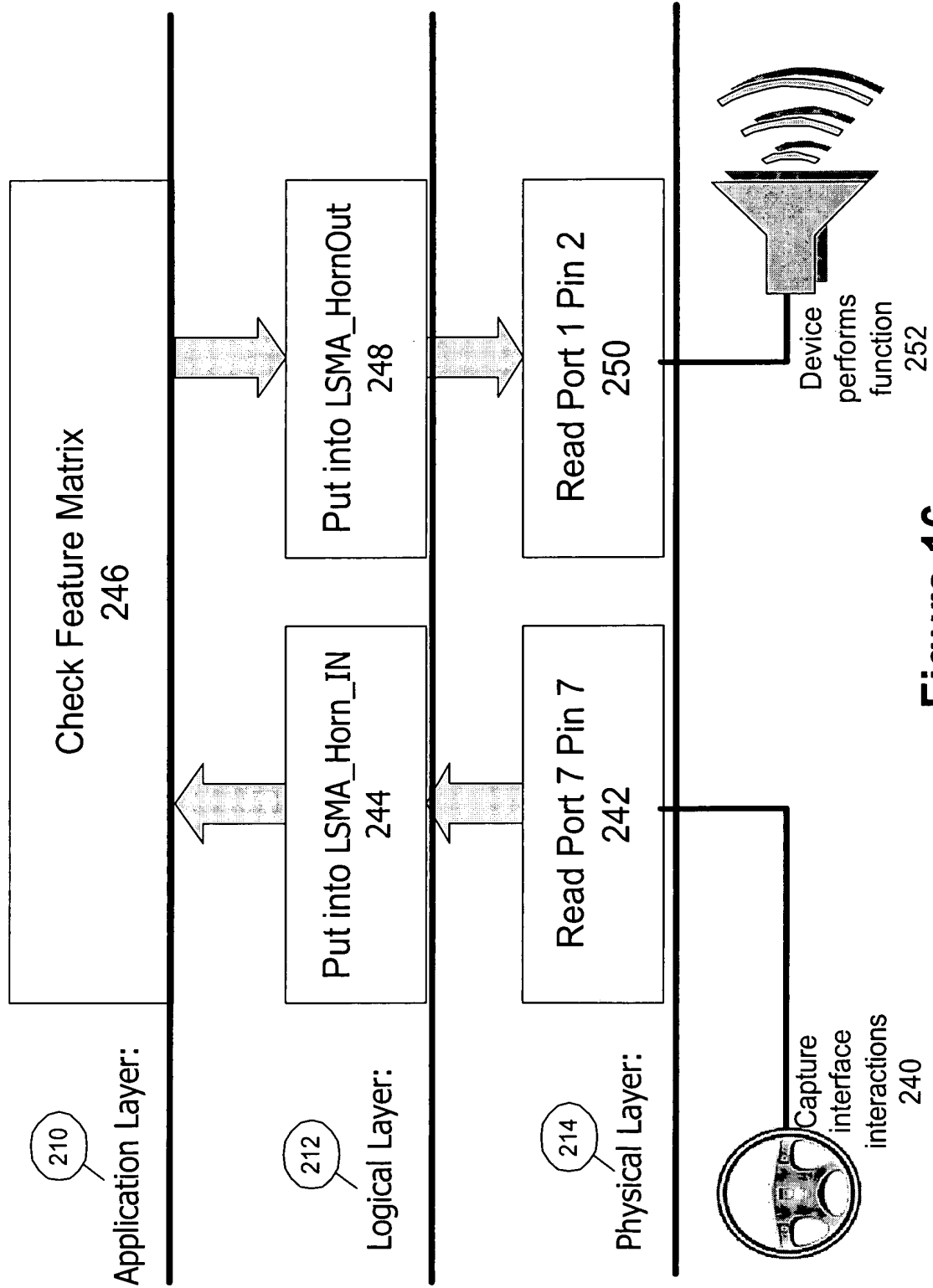


Figure 16

260 →

```

const PortPinTypeDef DigInPinTbl[TotDigInNum]=
{
    /*
    /*-----*/
    PinDef(ActLow,7, 7, Dig_IN_TTL),
    PinDef(ActHigh,9, 0, Dig_IN_TTL),
    PinDef(ActHigh,9, 1, Dig_IN_TTL),
    PinDef(ActHigh,9, 4, Dig_IN_TTL),
};
    /* LSMA_Horn_IN */
    /* LSMA_IGN_ACC_IN */
    /* LSMA_WasherOn_IN */
    /* LSMA_HeadLampOn_IN */

```

Figure 17


261 →

```

const PortPinTypeDef DigOutPinTbl[TotDigOutNum]=
{
    /*
    /*-----*/
    PinDef(ActHigh,1, 2, Dig_OUT_PP),
    PinDef(ActHigh,3, 3, Dig_OUT_PP),
    PinDef(ActHigh,4, 3, Dig_OUT_PP),
};
    /*5 LSMA_HornOut */
    /*6 LSMA_TrunkRelease */
    /*7 LSMA_MF_Power_F12 */

```


Figure 18

262 

```
/* Input Table(gSmaITable) following name are used by Application layer */
/*-----*/
#define LSMA_Horn_IN          LSMA_LogIn_17
#define LSMA_IGN_ACC_IN      LSMA_LogIn_18
#define LSMA_WasherOn_IN     LSMA_LogIn_19
#define LSMA_HeadLampOn_IN   LSMA_LogIn_20
#define LSMA_Pre_Horn_IN     LSMA_LogIn_21

/* Following is CAN message input */
#define LSMA_DDM_Door_Ajar    LSMA_LogIn_39
#define LSMA_DDM_Pre_Door_Ajar LSMA_LogIn_40
#define LSMA_DDM_Door_Lock    LSMA_LogIn_41
#define LSMA_DDM_Door_Unlock  LSMA_LogIn_42
#define LSMA_PDM_Door_Ajar    LSMA_LogIn_43
```

**Figure 19**

263 

```
/* In the output Table(gSmaOTable), following names are owned by Application layer */
/*-----*/
#define LSMA_HomOut          LSMA_LogOut_6
#define LSMA_TrunkRelease    LSMA_LogOut_7
#define LSMA_MF_Power_F12    LSMA_LogOut_8
#define LSMA_Chime_State     LSMA_LogOut_9

/* Delay Index definition used for DelayOutIdx[] array */
#define LSMA_Trunk_Release_idx 0 /* the first element in the array */
#define LSMA_Hron_Output_idx  1 /* the first element in the array */
```

**Figure 20**

264 ↗  
const BitTbl3In AppTbl2=  
{  
    BitTbl,  
    InputNum3,  
    RKE\_Unlock\_IN,  
    RKE\_lock\_IN,  
    LSMA\_Horn\_IN,  
    LSMA\_HornOut,  
    /\* Bit 7 6 5 4 3 2 1 0 \*/  
    0xFE,  
};  
    /\* 3rd \*/  
    /\* 2nd \*/  
    /\* 1st \*/  
    /\* Output ID \*/  
    /\* bit map start from here \*/  
    /\* 1, 1, 1, 1, 1, 1, 1, 0 \*/

Figure 21



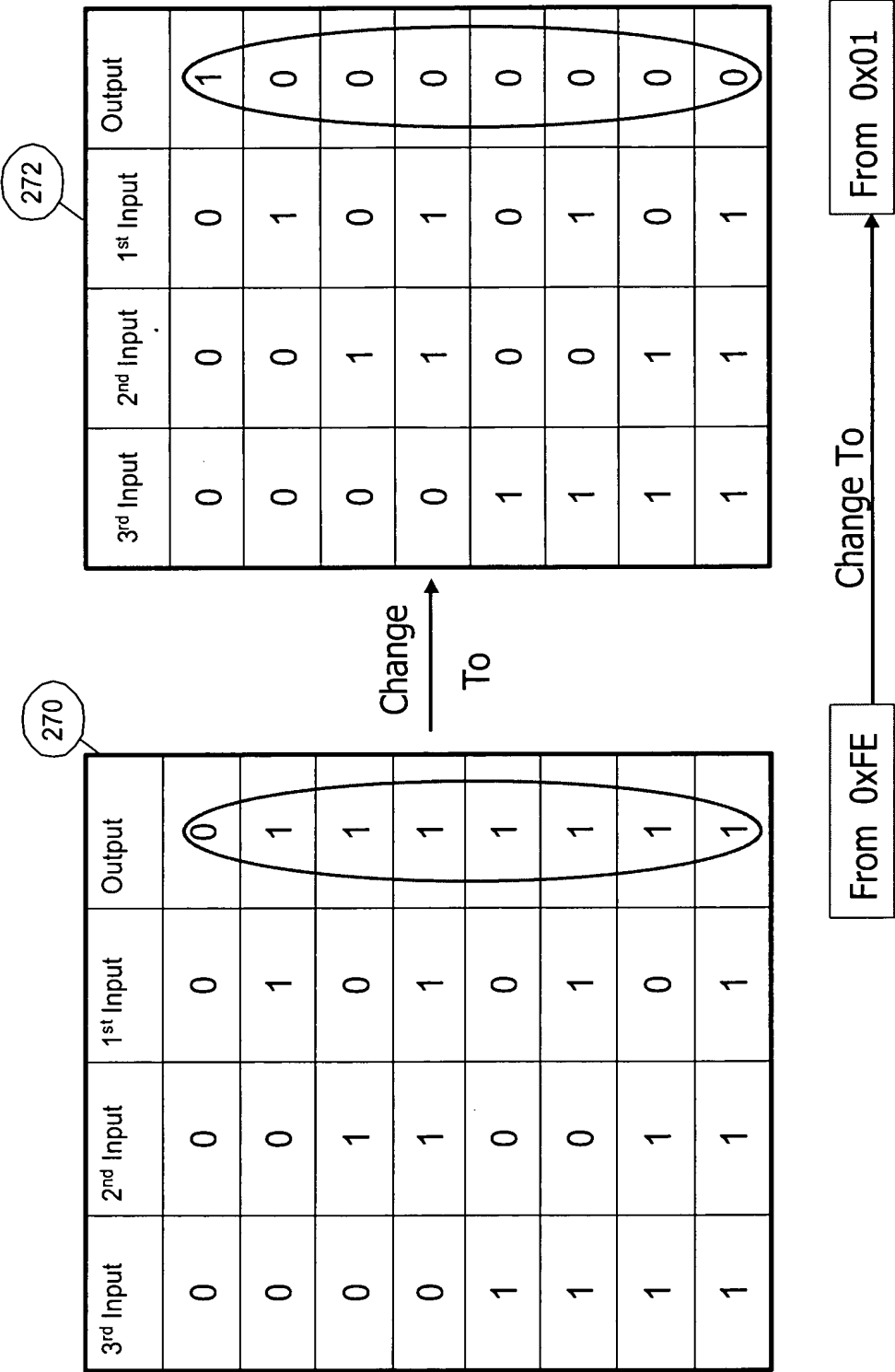


Figure 22

280 →

```

LogicOutVal LogicTbl1Func(LogInVal* pInputValArray, LogicID OutputID)
{
    LogicOutVal RetVal=NoSetting; /* at application layer, do not set any value */
    if((pInputValArray[0]==ON)&& /*LSMA_VEH_SPEED_Zero==ON */
        ((pInputValArray[1]==ON)|| /*LSMA_RKE_Decklid_IN==ON or*/
        (pInputValArray[2]==ON))) /*LSMA_Decklis_Rel_IN==ON*/
    {
        ActivateDelOut(LSMA_Trunk_Release_idx, T960MS);
    };
    return RetVal;
};

const FuncTbl3In AppTbl1=
{
    FuncTbl, /* table type is function table */
    InputNum3, /* 3rd */
    LSMA_Decklis_Rel_IN, /* 2nd */
    LSMA_RKE_Decklid_IN, /* 1st lowest bit position */
    LSMA_VEH_SPEED_Zero, /* Output ID */
    LSMA_TrunkRelease, /* logical function address */
    LogicTbl1Func,
};

```

**Figure 23**

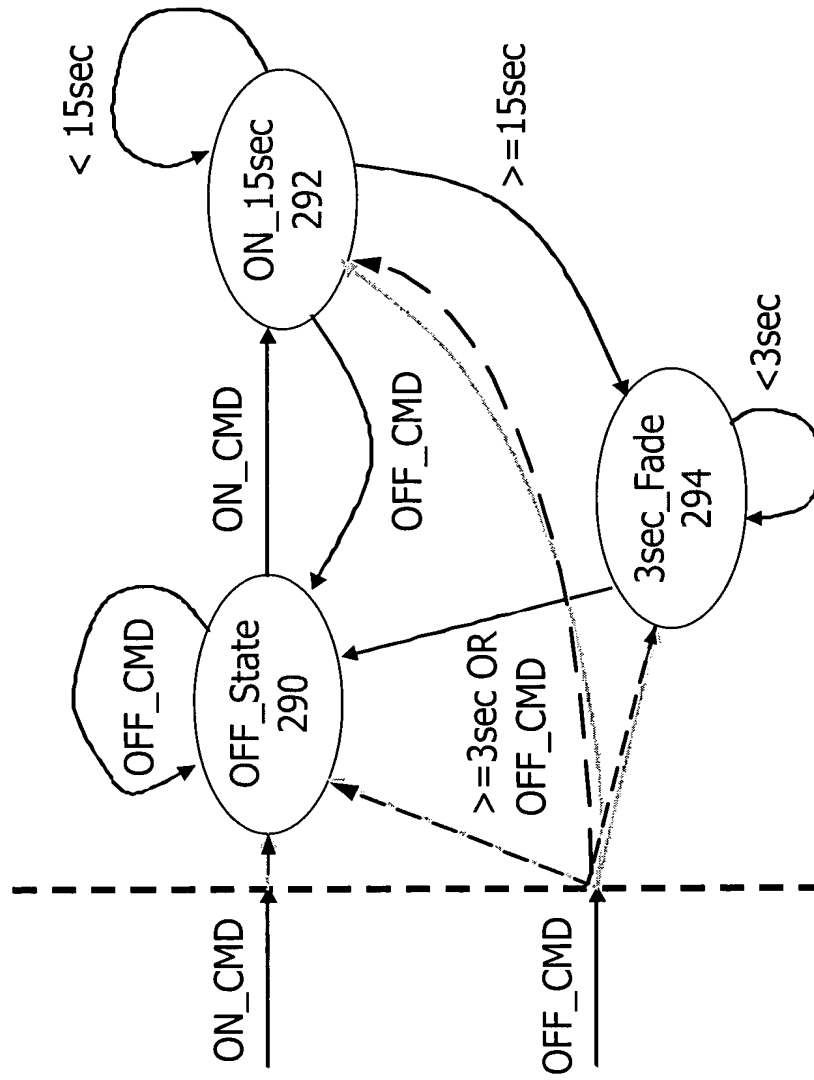


Figure 24

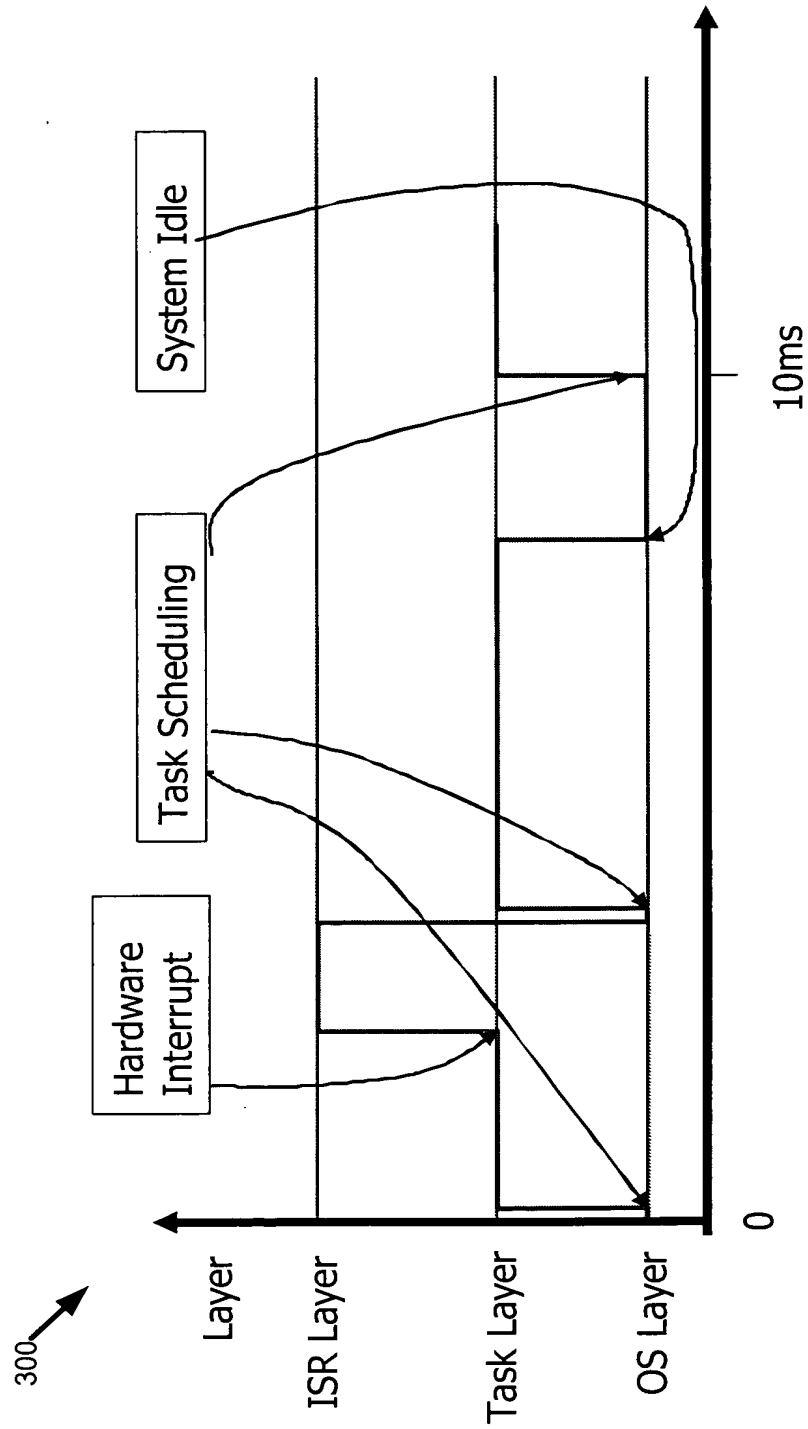


Figure 25

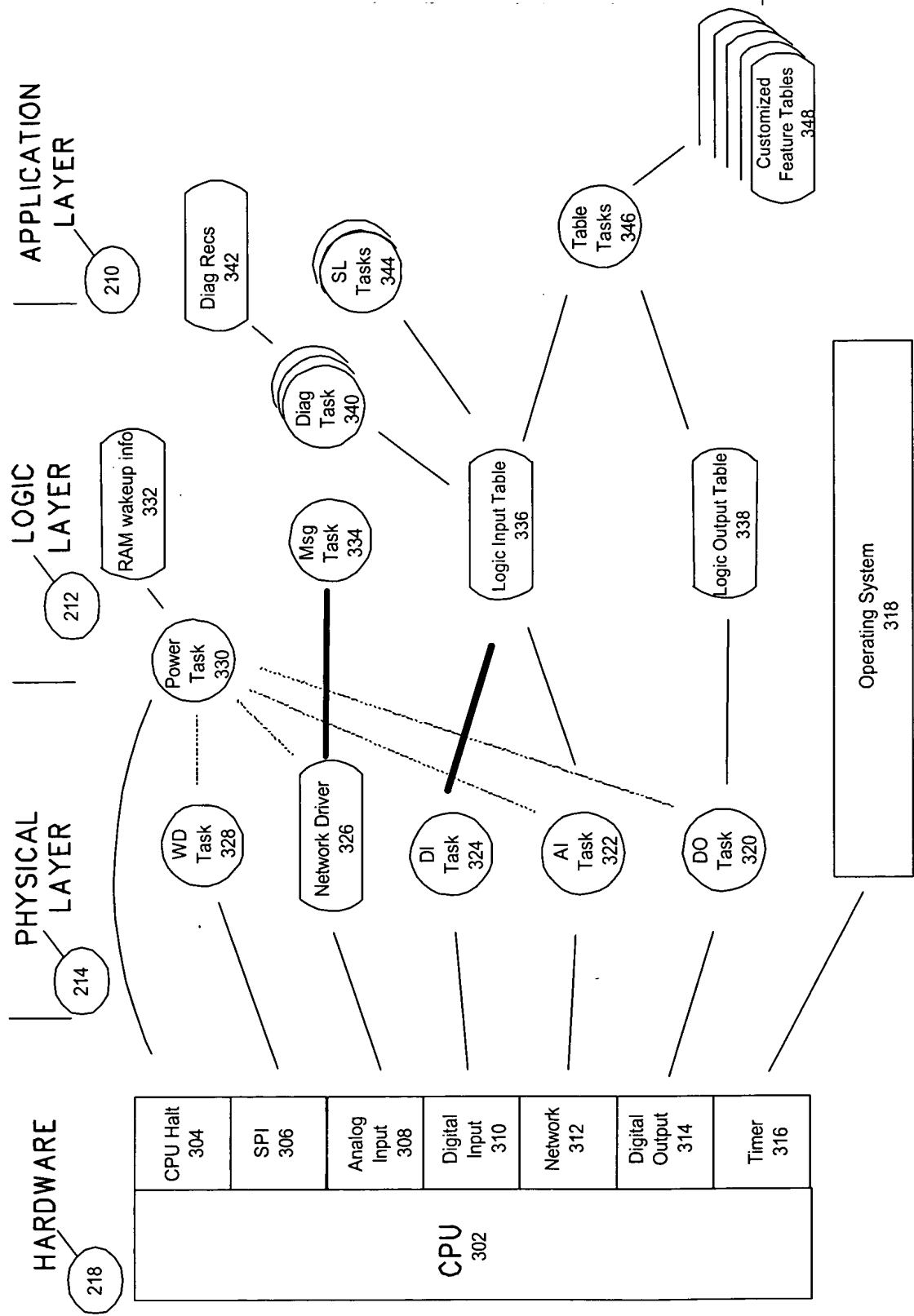


Figure 26

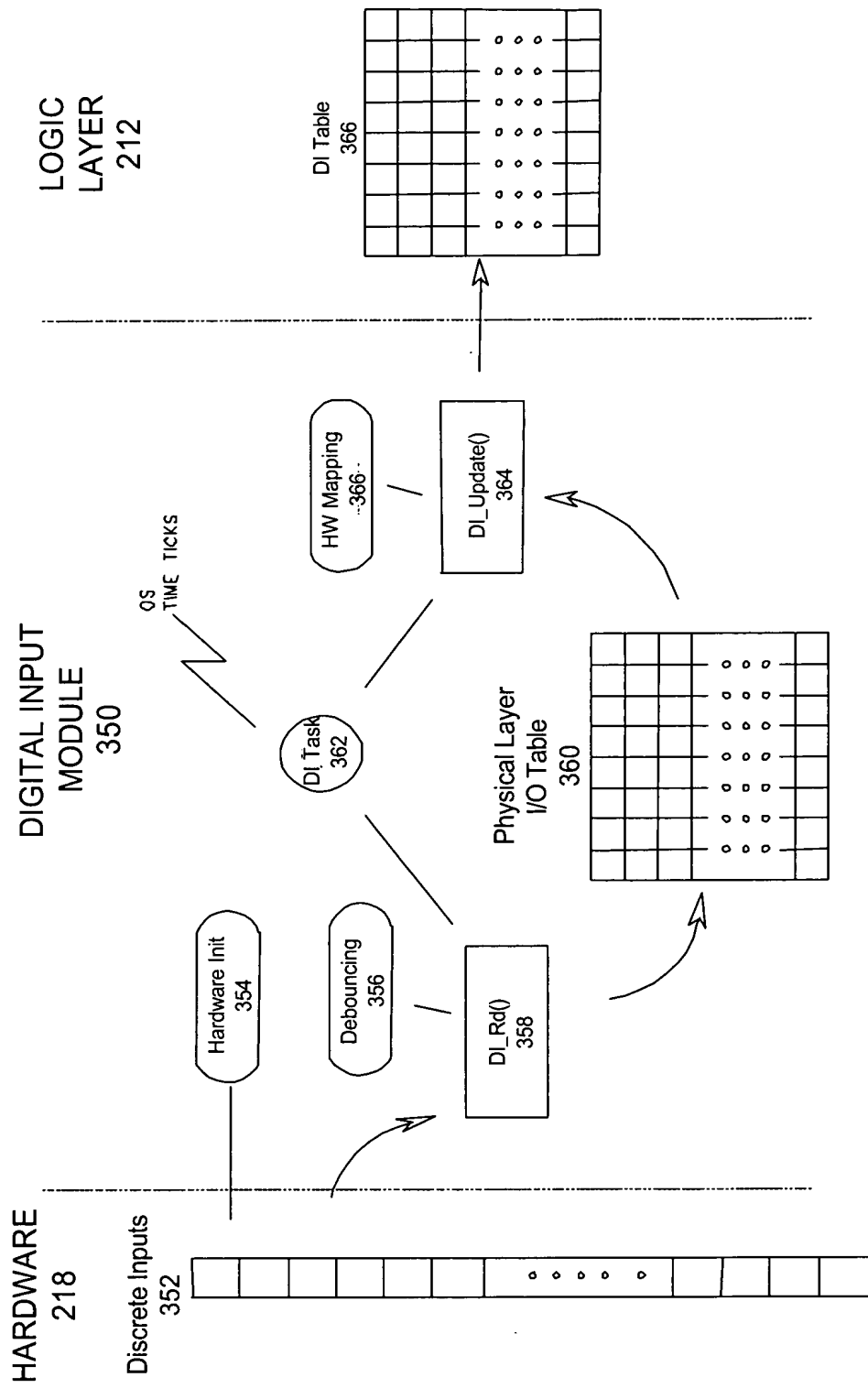


Figure 27

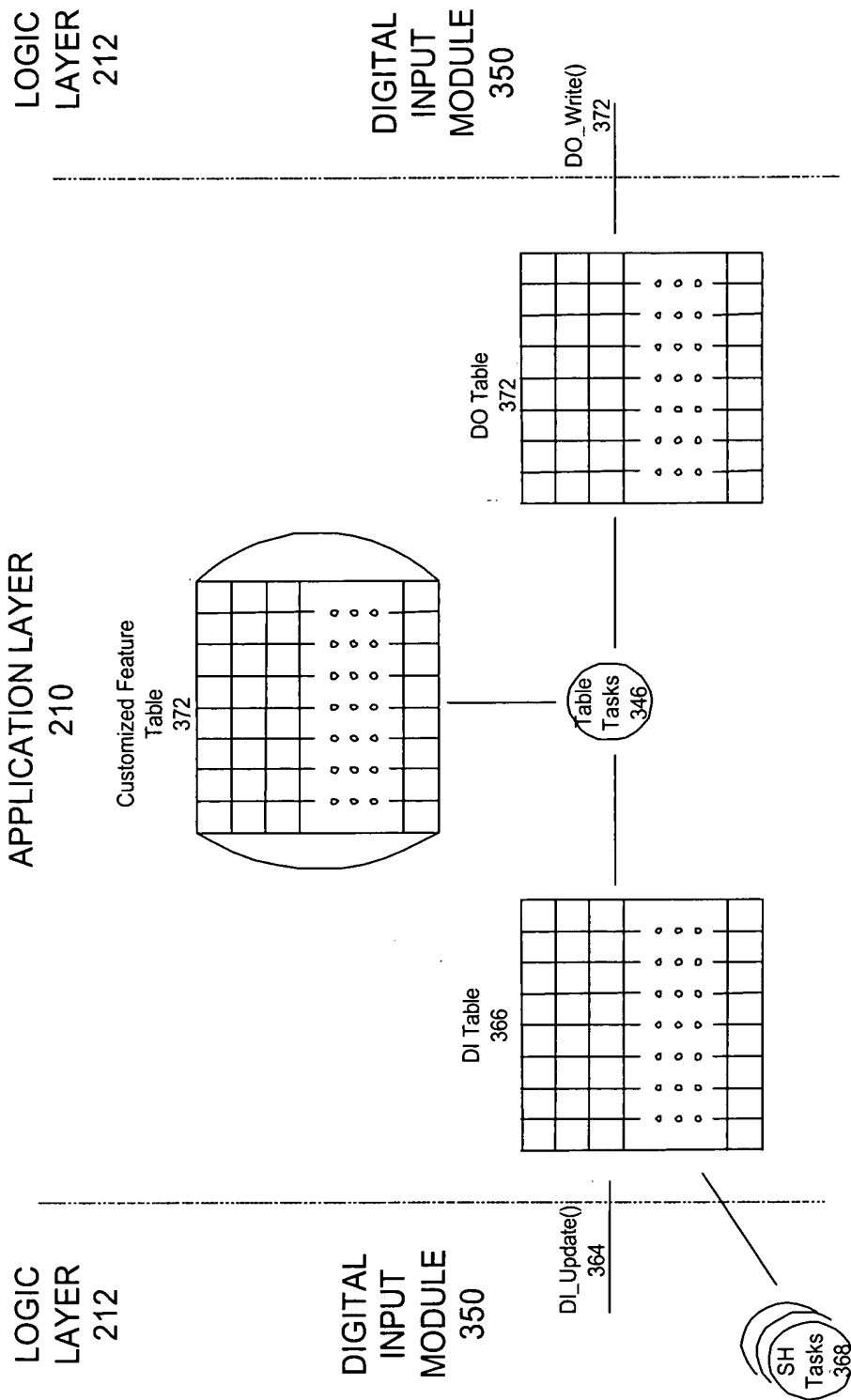


Figure 28

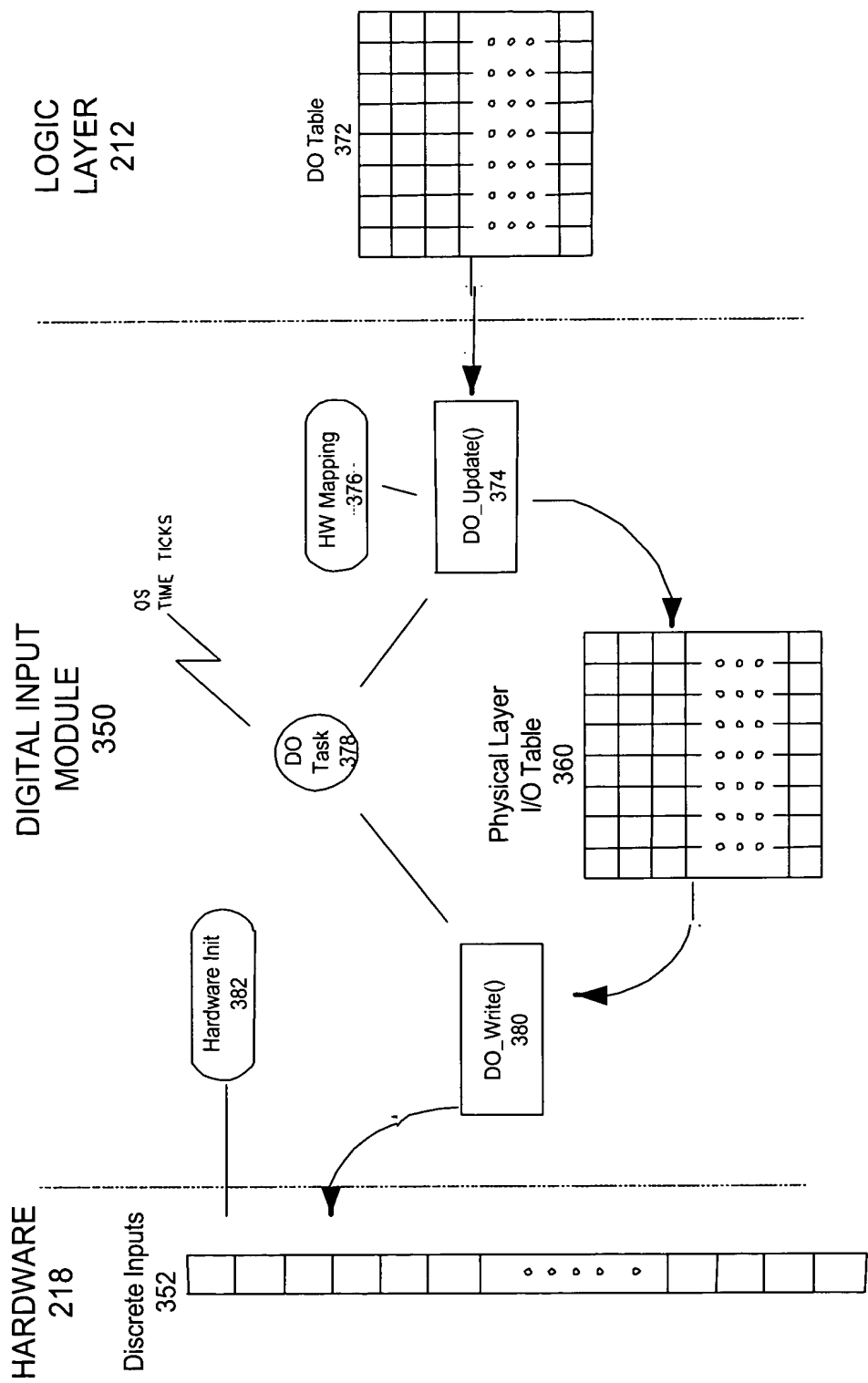


Figure 29